

Arenue, New York, N.Y., 1002-Zublished Bi-Monthly, Copyright (1978) Annable RPCOULTIONS, INC., International copyright secured. All rights reserved. The advertising and editorial material appearing on pages 4, 5, 8, 9, 12, 13, 18, 19, 20, 1, 42, 5, 28, 29 and 32 only, Copyright secured. All rights reserved. The advertising and editorial material appearing on pages 4, 5, 8, 9, 12, 13, 18, 19, 20, 1, 40, 23, 245, 28, 29 and 32 only, Copyright (1978) MARVEL COMICS GROUP. A Division of Cademose Industries Corporation. All rights reserved. Vol. 1, No. 3, January, 1799 issue. Price 35¢ per copy in the U.S. and Canada. Subscription rate: \$4.50 for 12 issues. Canada: \$5.50. Foreign: \$6.00. No similarity between my of the names, characters, persons, and/or institutions in this magazine with those of my living or dead person or institution deviated, and may such similarity which may exist is purely coincidental. Printed in the United States of America. This periodical may not be sold except by authorized dealers, and is sold subject to the conditions that it shall not be sold or distributed with any part of its cover or marking removed, nor in a mutilated conditions.

\*Trademark of HANNA-BARBERA PRODUCTIONS, INC.



















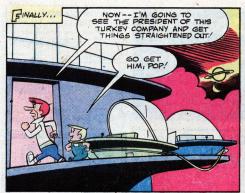












































































Hanna-Barbera's Funtastic Furturistic Family debuted in prime-time TV in 1963, it was the story of a family set a hundred years in the future, where a life is a collection of economical (and comical) time and labor saving devices.

GEORGE JETSON is the head of the family. He may not be the smartest father around (he once was fined for getting lost without a license) but he is one of the kindest. One time, Elroy won a personal appearance from his favorite TV super-hero star, and when the star got laid up with the flu, George got into the hero's jets and tights and tried to pull off a substitution.

JANE is the mother of the family. She serves prefab foods in her push button kitchen. Things are so efficient, when she plans a diet for the family, the computer automatically shuts down all the snack centers.

JUDY JETSON is the typical future teen-ager. Things happen so quickly in the future, she has to check record-ometer every hour to find out who's the new star on the TOP TEN. Why, there were times when she'd call a meeting of a rock star's fan club, and by the time the club gets together to meet, the star is already a has-been.

ELROY JETSON has some of the best toys a kid can have in the future. In the future, practically all the time is spent having fun, and Elroy and his dog ASTRO are no exception. There are jet-powered balls that automatically change direction so that anyone can get a home run. There are all sorts of



TV's, too. Small ones, big ones, portable ones, 3-D ones. They're available on watches, inside sunglasses, even attached to TV dinners, so you can eat and watch anywhere in the house.

It's hardly a dog's life in the future, for Astro.
Things are so automatic, he even has a robot chase
cats for him. So finally the cats get tired and they get
their own robot which does the running for them.

And speaking of robots, there's the Jetson's robot maid, ROSEY. She's an obsolete model which was headed for the scrapheap when the Jetson's took her in. Since then, she's been a dream.



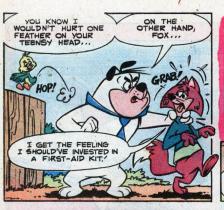
Of course, not ALL robots in the future are as nice as Rosey. In particular there's UNIBLAB, a pesky office competitor of George's at SPACELY SPROCKETS, where George works. Unliblab is the latest in computerized employees, and it's a constant battle of wits between George and Unliblab, and George is only half-armed! But sometimes George can get back at Uniblab. One time, when HENRY the handiman was due to give Unliblab an oil change, George substituted anti-freeze (with an alcohol base), and made the world's first computerized drunk.

Of course, family life is much more advanced and leisurely, but business life has gotten a lot fiercer. George works a vigorous three-hour day three days a week, pushing important buttons to machines that do the heavy work. Every morning at noon he jumps into his flyer-car and travels the ten miles to work in an arduous thirty seconds on the space-freeways.

When work is finished, it's time for the family, to go out on an outing. They could catch the shuttle to the moon or make it a weekend on Mars. Or they just might have their super-age apartment building elevated a few thousand feet above the clouds and just stay at home and get a suntan.

Whatever, there doesn't seem to be any end to the things you can do in the Jetson's futuristic, Funtastic world!



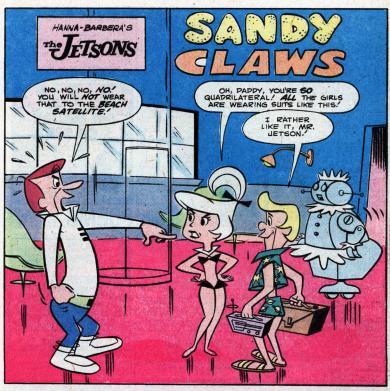














CONTINUED AFTER NEXT PAGE





















## BULLPEN BULLETINS

## STAN'S SOAPBOX

Y'know something? I thought I was making life easier for myself when I asked you to send me ideas for things to write about here in the Soapbox, But, you can't win! Now it takes longer to read all the letters than it used to take to think up my own subjects! But I shouldn't really complain because some of your suggestions and ideas are really great. However, no matter how strongly you suggest it, I absolutely won't trade jobs with Irving Forbush-so stop sending those petitions, huh? (I didn't know of Irving had so many friendswho knew how to write!) Anyhow, here's a question that's cropped up in many many of your letters, so I might as well tackle it right now. "How do you explain the fact that mighty Marvel is so much better than its 'Distinguished Competition'?" (Boy, I dunno why I pick the tough ones!)

First of all, while I appreciate the implication inherent in the question, I must—in all fairness—reject it. We do our stories in a certain style, and they do theirs in their own way. To call one style "better" or "worse" is just a mat-

ter of opinion. Our competitors, and that includes Archie Comics, Harvey Comics, and Gold Key, as well as D.C. all have tremendously talented and capable artists and writers producing their books. In fact, many people working for other comicbook companies used to work for us at one time or other, and may do so again. A great many of them are long-time personal friends of ours. Some have learned their trade in the Marvel. Bullpen, and some have helped to teach us ours.

I guess what I'm trying to say is, sure we want Marvel to be your favorite comicbooks, and sure we'll knock our selves out to produce the best stories and artwork in the field. But we don't wanna succeed at anyone else's expense. We don't want you to feel you have to knock the other guy in order to be loyal to us. The befer our competition is, the more I'll keep us on our toes— and the more you'll profit by it!

Okay, now that I've finished putting in my pitch for all the great guys and gals who toil in our little storybook world, let me admit that no one enjoys some friendly rivalry and spirited compe-

tition more than we do—just so long as you remember that the watchword is "friendly". Our competitors aren't the "bad guys". They can't help it if Marvel leads the way! (Whoops! There I go gaain!)

Anyway, now that I've ended my exemplary explaino, I promise that next issue I'll give you a serious opinion as to the real difference in editorial approach and attitude between our competiors and Marvel. Remember, it'll just be one guy's opinion, but I think, you may find it interesting. So, till then remember—we all need each other. Even a superhero can't do it alone!

Excelsion

S/OM ole thing written,

P.S. After I got this whole thing written,
I remembered I said, last ish, that
this time we'd answer the question
"Is Irving Forbush a real person?"
And now there's no room! Well,
never fear. We'll get to that after
next month's column—that'll give
me two more months to figure out
the answer myself!

ITEMI Did you hear that Mance's latest entry in the himor filed is becoming the magazine sensation of the year? Fans describe PIZZAZZ as sort of a cross between Crazy and the Lampson. PIZZAZZ was originally planned just for the younger teenage reader, but you can't keep a dynamite idea under wraps for long—so now everybody's getting into it! It may sound like "pizza" with a couple of extra "z's", but if you really want to blow your mind with the most colortial slick-paper mag in town, just call for PIZZAZZI Only 75¢! Hurry, before we come to our senses!

ITEM! Let's face it-nobody hits a home run every time he goes to bat. Even the mighty House of Ideas can't claim to be perfect. Every single issue of, say, DAREDEVIL or even the FANTASTIC FOUR, flagship of our line, isn't always going to turn out to be as wonderful as we'd hoped. Under the awesome pressure of monthly deadlines, every once in a while, something just doesn't work out right, and we have to settle for a triple or a double instead of the four-bagger. It isn't for lack of trying, guys, believe us! And, of course, it makes us feel all the more proud and happy when the creative combos are clicking, and we do come up with a real bases-loaded circuit blast! Like what, for instance, you inquire? Well-I-I! We're so glad you asked!

ITEMI Marvel Super Special M7, feafuring the comics adaptation of box office blockbuster JAWS I is without a doubt the most dagzling comics magazine produced in recent history, it may welf be the most beautiful comics magazine ever created! That's quite a statement, we realize, and yet we make it with utter confidence. In fact, we're so delighted and proud of this masterwork of our craft that we're going to dispense with the hard sell and take the space to thank those responsible. Our sincerest to Gentleman GENE COLAN for his powerful pencilling; to ingenious IRV.

WATANABE for his neat, precise calligraphy; to Terrific TOM PALMER for his superb inking, and for his stunning, masterful airbrush coloring the like of which we have never seen. Thanks also to Battlin' BOB LARKIN for the inspired cover painting, and special thanks and congratulations to offset editor Rakish RICK MARSCHALL who not only coordinated the free-lancers' efforts with the not-inconsiderable contributions of the Marvel Creative Staff, but found time to write the adaptation as well. JAWS II, in full, glorious color is on sale everywhere now! We wish we could just give everybody a copy, we're that proud, but go ahead, spend the \$1.50. You won't regret it.

ITEM! Not content with merely one boxoffice smash adaptation, somehow in the midst of our usual chaos, we managed to fit in another full-color Masterpiece! We'll give you a hint: it's about the hottest rock movie of the year, featuring stars like Peter Frampton. The Bee Gees, and George Burns; it's magical, musical and was inspired by the greatest rock group of all time! Those of you who guessed The Jasha Heifetz Story can go back to dusting their Rachmaninoff albums. Those of you who correctly assumed we meant SGT. PEPPER'S LONELY HEARTS CLUB BAND. please step to the head of the class, then out the door and to your newsstand! Take a buck and a half with you, ask for Marvel Super Special #6, and don't take no for an answer! We can't wait to hear your reaction to the wonderful work of DAVE (the Dude) KRAFT; GEORGE (Pacesetter) PEREZ, JIM (Madman) MOONEY and the rest of our crack creative team!

ITEM! Yes, there's more— the most requested encore in Marvel history to be exact! Once again, it's KISS, the fieriest, most fabulous, most frantic rock group ever, appearing in Marvel Super Special #5! It's in full, blazing

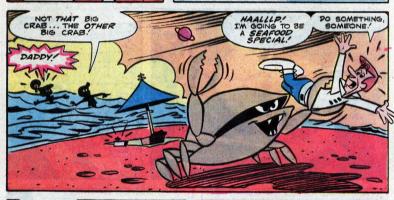
color, natch, and you guessed it, it'll set you back a hundred and fifty pennies, but the Bob Larkin cover alone is worth the price. Inside, Reliable RALPH MACCHIO, Jet-propelled JOHN ROMITA, JR. and Trailblazin' TONY DEZUNICA have combined to create a sizzling story with aboultarly unbelievable visuals! We've sworn not to reveal the stunning shock-ending of the tale, but we' didn't promise not to tell about the magnificent bonus fold-out-poster in each and every copy. You've got to see int to believe it, but unless you hurry up and grab one, they'll all be gone!

ITEMI Still more? You bett We've got ver another Super Special (#8) coming out any minute, but the whole project is so dam secret we dare not to do more than mêntion it! A word to the wise—watch your TV itsings and your local newsstand for BATTLE-STAR GALACTICAI Nuff said!

ITEM! Just in case you think we've forgotten our roots, we hasten to reassure you that yes, we still publish our regular line of 35¢ color comics-and make no mistake, we love 'em best of all! We haven't lost our sense of wonder, nor our pride in the magnificent magazines that made Marvel! Check out Daredevil # 156 if you don't believe us, and prepare to be dazzled by the Gene Colan/ Klaus Janson art! And there's a whole new team giving BLACK PANTHER #13 a whole new look that's really worth a look! FAN-TASTIC FOUR #202 features the most demanded guest-penciller ever, (guess who!) and it's just plain great! And if you haven't noticed X-MEN lately, you're missing the most talked about ever-unfolding epic since the Iliad! In this day and age, who'd have believed that 35¢ could still buy all that excitement! So what are you waiting for?

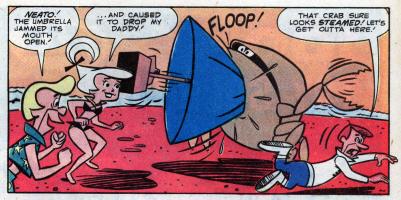




















## MOVE IT! STEER IT! SHIFT IT! BUILD IT!



## **NEW LEGO® EXPERT BUILDER SERIES**

They're here! The most challenging, most exciting building sets ever - unlike any LEGO Sets vou've ever seen before! Pistons, gear wheels, universal joints that really work-special moving pieces that make every model you build more realistic and even more fun.

There are four sets to choose from:

Auto Chassis, Go-Cart, Farm Tractor and Sky Copter - plus a motor and a parts pack. Each set comes with special building instructions and directions for rebuilding

other designs.

Don't miss out. These four new super sets are waiting for you. Now show your friends what an expert builder you are.